NUS-CFZE-USA

INSTRUCTION BOOKLET

F-ZERO® X

NINTENDO.64

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®

Thank you for selecting the F-ZERO® X Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

⚠ CAUTION

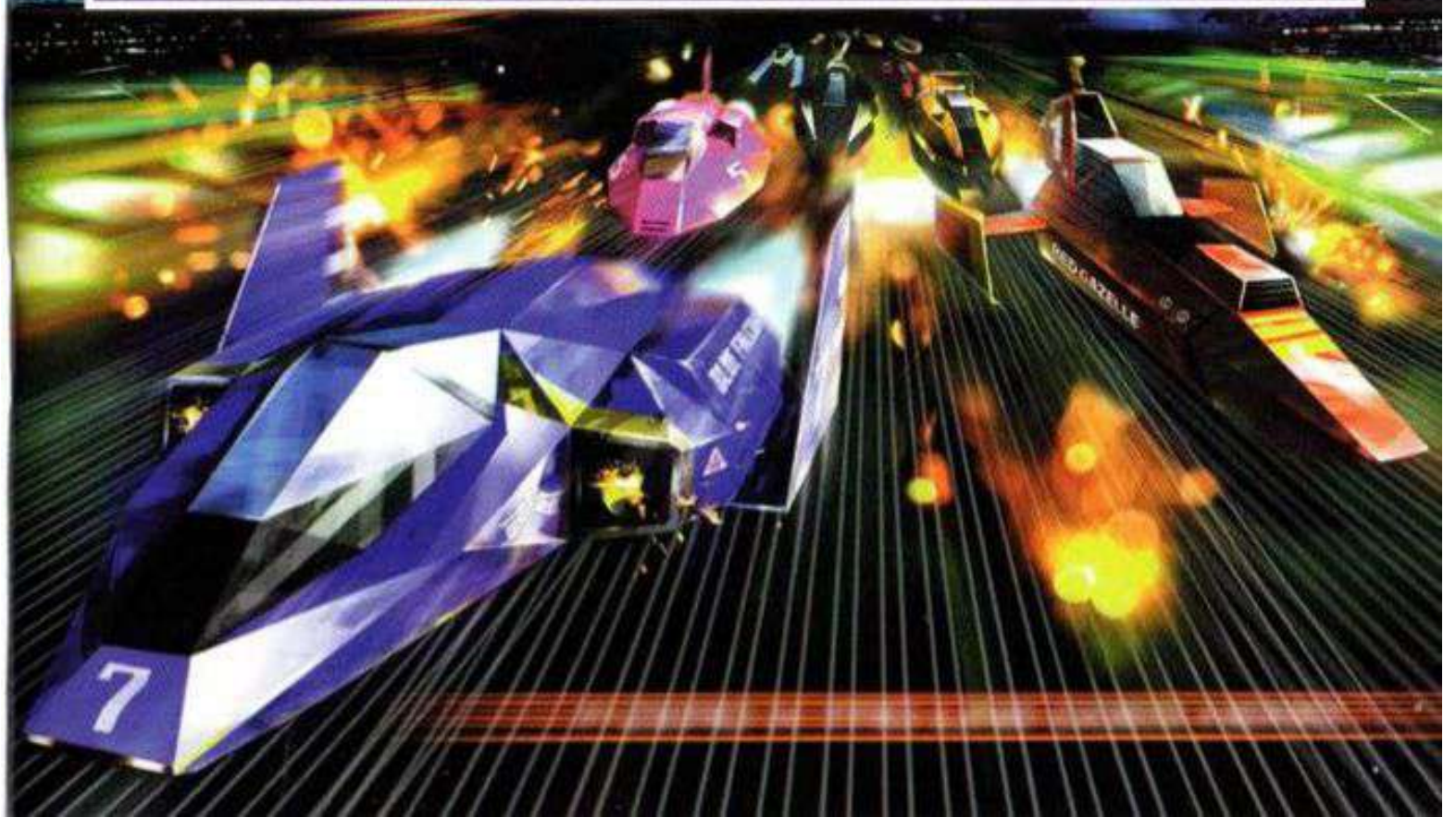
THE NINTENDO 64 SYSTEM GENERATES REALISTIC IMAGES AND 3-D SIMULATIONS. WHILE PLAYING OR WATCHING CERTAIN VIDEO IMAGES, SOME PEOPLE MAY EXPERIENCE DIZZINESS, MOTION SICKNESS OR NAUSEA. IF YOU OR YOUR CHILD EXPERIENCE ANY OF THESE SYMPTOMS, DISCONTINUE USE AND PLAY AGAIN LATER.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

TM, ® and the "N" logo are trademarks of Nintendo of America Inc.
© 1998 Nintendo of America Inc.

CONTENTS

The Nintendo® 64 Controller	2
Prologue	4
Are you Ready?	6
Grand Prix Race	7
Machine Abilities and Settings	8
Screen Display	10
Practice Mode	11
Official Rules of F-Zero X	12
Time Attack	14
What is a Ghost?	15
Death Race	17
VS Battle	18
Directory of Pilots & Machines	21
Warranty & Service Information	32



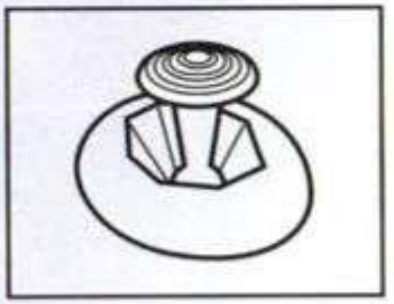
The Nintendo® 64 Controller

Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.℠

Holding The Nintendo 64 Controller

While playing the F-Zero X game, we recommend you use the hand positions shown at the left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers in order to play the two-, three-, or four-player game modes.

Rumble Pak™

The F-Zero X game is compatible with the Rumble Pak accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.

F-ZERO

The F-Zero Grand Prix dates back to the 28th century. This grand race featured the most technological racing machines competing in several circuits (or cups) of fast-paced floating action. It was well known for its wild fans and eccentric competitors. Winners of the Grand Prix received large sums of money and a great deal of prestige.

Due to the large number of injured participants, the Grand Prix was canceled several years ago.

The History of F-ZERO

It is said that F-Zero derives from the old F-1 Race of the 20th and 21st centuries and the F-Max Grand Prix of the 24th century. Over the years, races became influenced by wealthy ex-space merchants. They thought that a fast and violent race would be a great way to get people to gamble, so the ex-merchants established the F-Zero Execution Project.

*F-Zero Machines

By using an opposing-gravity system called the "G-Diffuser System," these machines can drive at high speeds hovering just inches above ground. Using their ultra-compact plasma engines, their maximum speeds can exceed the speed of sound.

*F-Zero Circuits

Courses for F-Zero are set high above cities. Some cities have multiple circuits—circuits not used for the Grand Prix are open to pilots for practice.

*Excerpts taken from the Universal Encyclopedia.

F-ZERO X GRAND PRIX
OPENING NOTIFICATION

Attention all F-Zero pilots:

As you know, due to the many accidents and dangers involved, the Grand Prix was discontinued for several years. Thanks to the support of many fans, the race will continue!

We have changed the competition's name to the F-ZERO X GP and have revised the rules and regulations. Here's to the return of a great competition! We wish you all success.

F-Zero X Execution Project

F-ZERO X

ARE YOU READY?

Getting Started

On each select screen, the START or A Button will always confirm your selections. Press the B Button to cancel and return to the previous screen.

Correctly insert the F-Zero X Game Pak into your Nintendo 64 system and move the POWER switch to the ON position. When the Title screen appears, press START to access the Main Menu.

Use the Control Stick to select the desired game mode.

TIME ATTACK

Race solo and go for the best time [p. 14]!

DEATH RACE

Try and put every other machine out of commission [p. 17]!

GP RACE

The main game [p. 7]!

VS BATTLE

Two to four players can race against each other [p. 18].

PRACTICE

Practice racing any of the tracks in Grand Prix mode [p. 11].

OPTIONS

Set options for VS mode, sound and clearing saved data. [p. 18].

GRAND PRIX RACE

Twenty-nine other contestants will race against you in this one-player circuit.

Select Class

Before jumping into the Grand Prix, you'll need to select a difficulty level: Novice, Standard or Expert. The higher the difficulty level, the tougher your opponents.

Select Course

Now you need to select a Cup (or circuit). There are three Cups to choose from, each consisting of six courses. Drivers with little experience might want to start with an easier Cup.

- JACK CUP — Beginner
- QUEEN CUP — Intermediate
- KING CUP — Advanced

Select a Cup, and a brief explanation of the first course will appear at the bottom of the screen. Press the A Button to advance to the Select Machine screen.

- Course Map
- Course Name
- Nickname (a very brief description of the course)

This page is very important, so please read it thoroughly.

MACHINE ABILITIES AND SETTINGS

There are 30 machines in total, but you can only select the top six machines at first. Each machine has different abilities. Body, Boost and Grip are rated A - E (A being best and E being worst) and appear on the left side of the screen.

BODY Body deals with a machine's durability. A machine with a high durability rating will take less damage when crashing into other machines or guard rails.

BOOST If you select a machine with a high Boost rating, your speed will dramatically increase every time you use Boost (p. 10).

GRIP A higher Grip rating means your machine will hug curves (or curved surfaces) better.

MORE MACHINES

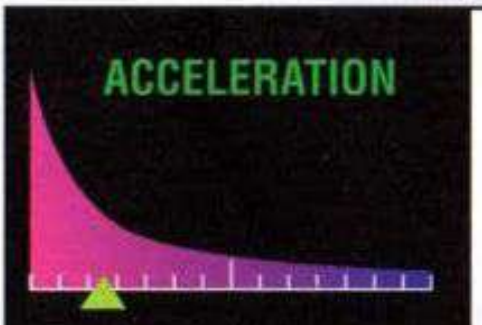
Every time you win a Cup, an "X" mark will appear on the Course Select screen. When you get three "X" marks, you will be able to select from the second row of machines. The third row of machines will become available when you receive six "X" marks and the fourth row when you receive nine.

? There are three classes with three Cups. That means you can get a total of nine "X" marks. But that only lets you select from 24 machines! Herein lies the mystery: Can you find a way to open up the final row of machines?

ENGINE SETTINGS

After selecting a machine, you can adjust the engine settings. Adjusting the settings customizes your machine. You can customize it towards acceleration or maximum speed. Press LEFT and RIGHT on the Control Stick to move the arrow.

Press the R or Z Button to change the color of the machine. Press the C Buttons to rotate your machine and get a better look.



It's great for the technical courses that have lots of corners. It's also great for quick starts and makes drifting easier. When you drive through the dart zone (p. 13), your speed won't decrease as easily. However, your Maximum Speed, Boost and Grip power will decrease.

Try customizing your machine this way for those high-speed courses with straight roads. Maximum Speed, Boost and Grip power increase slightly, but you won't get those quick starts, and drifting will be a problem.

Abilities and You

Each machine is unique, and its abilities depend on its size and weight.

	Accel.	Max. speed	Boost	Grip	Turning	Crashing into other machines
Light	Good	Slow	Strong	Good	Quick	Heavy machines will effect you
Heavy	Bad	Fast	Weak	Bad	Slow	Not a problem

SCREEN DISPLAY

For controller information, please see the attached Operation Card.

Energy Meter

As your machine takes damage, your energy meter gradually reduces. When the meter turns black, your machine will explode, and you'll RETIRE.

When you are on lap number two, the meter color will change from red to green. This means you'll be able to use Boost. You can use Boost as often as you want, but every time you use it, your energy will decrease. Recover energy in the Pit Area (p. 13).

Current lap Number of laps

Rank & Machines Remaining

Time
Lap time briefly appears each time you pass the finish line.

Top Six
The top six driver pictures will appear here. If the order changes, the pictures will change as well.

Number of Rivals You've Retired
When you retire a rival, you'll get a star. Each star will slightly replenish your energy meter. For every five stars, you'll receive an extra machine.

Rival Check Mark
When a rival approaches, this mark will appear.

Speed

Spare Machine
Number of remaining machines (p. 13).

Course Radar
Green square = Player,
Blue square = Leader

Pause Screen

- **CONTINUE** — Continue the race
- **RETRY** — Restart the race from the beginning. You will lose one machine.
- **SETTINGS** — You can readjust machine settings and retry. You will lose one spare machine.
- **QUIT** — Quit and return to the Select Mode screen.

If you do not have a spare machine, RETRY and SETTINGS will not be available.

Time Difference

Each time you complete a lap, the time difference between you and the lead machine will appear in the center of the screen. If you are in the lead, the time difference between you and the second place machine will appear.

Press the L Button to make the time difference appear under TIME.

Rivals

For the second Cup race, and every race afterwards, a Rival Mark will appear on the first place machine (if you are in first place, it will appear on the second place machine). A successful cup run means you need to pay attention to the score. If your rival has a large point lead, you'll need to figure out a way to get him/her to retire.

PRACTICE

On the Select Mode screen, select PRACTICE and you can practice the GP (with rivals) in the Cup course of your choosing. After selecting the difficulty and Cup, choose the desired course by pressing LEFT and RIGHT on the Control Stick.

The same machines that are available in GP will be available in PRACTICE. While driving, you can pause the game and try a different machine and/or course. This is a good way to see which machines are good for which courses.

- There is no limit to the number of laps. Only the lap time will be displayed.
- You can use Boost at any time.

OFFICIAL RULES OF F-ZERO X

These are the official rules of the F-Zero X Grand Prix as established by the F-Zero X Execution Project. Adherence to these rules is mandatory for each pilot wishing to participate in the GP.

1: Standard Rules

1-1 To complete a Cup, you must finish all six courses.

1-2 Each course consists of three laps. Rank will be determined at the finish of the race.

1-3 Your start position will depend on your rank from the previous race. The closer you finish a race to first place, the further from start you will be in the next race. For example, if you finish 1st in the first race, you'll start 30th in the second race.

1-4 A driver who completes a course will receive points. These points will depend on where you finish. The driver with the most points at the end of the sixth course will be declared the winner.

Rank:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Point:	100	93	87	81	76	71	66	62	58	54	50	47	44	41	38	35	33	31	29	27	25	23	22	21	20	19	18	17	16	15

Race Results

Total Score and Rank

The red and blue triangles indicate movement in the overall rankings.

1-5 After all six courses are completed, if two or more pilots are in first place, the driver who placed first more often will be the winner. If there's still a problem deciding a winner, whoever has the highest total points after the 6 courses are completed will be the winner.

2: Retire

2-1 If a machine loses a race badly, falls off the course or if the Energy Meter is completely black, the pilot will be forced to RETIRE. Their machine will be totaled by the Execution Project.

2-2 If the pilot decides to RETRY or CHANGE SETTINGS during a race, it will be treated as a RETIRE and rule 2-1 will be enforced.

F-ZERO X

3: Spare Machines and Retrying

3-1 A pilot participating in a Cup will be allowed to have spare machines. Only when a pilot has a spare machine will he or she be allowed to RETIRE and retry a race.

3-2 In Novice Mode, a pilot will have five spare machines. Four will be available in Standard and three in Expert. One spare machine will be given to a pilot each time he or she retires five competitor machines.

3-3 If a pilot retires and has no spare machine, the game will be over.

4: Prohibited Action

4-1 Boost is prohibited during the first lap of every race.

4-2 If a pilot is driving the wrong way, the Execution Project will issue a REVERSE warning. The pilot MUST immediately change directions.

5: Establishments on the Course

5-1 Pilots have the right to replenish their Energy Meter in the Pit Area. The amount of energy recovered depends on how much time a pilot spends in the Pit Area.

5-2 The following course establishments are necessary for competition. Pilots may not dispute or disclaim their existence.

Dash Plate
Speed will temporarily increase.

Trap
Your machine will jump in the air, and your Energy Meter will decrease.

Jump Plate
Your machine will jump in the air.

Dart Zone
Speed will decrease in the Dart Zone.

TIME ATTACK

Select a machine and see if you can finish a course in record time. If your time is fast enough, you'll be able to race against the developer's ghost machine (or STAFF GHOST).

SELECT COURSE AND MACHINE

When selecting a course, if you select Without Ghost, the ghost will not appear.

When on the Select Mode screen, select TIME ATTACK, then choose the desired course and machine.

THE RESULTS ARE IN!

Race results will appear once you've finished the three-lap race. Press the A Button to see the top five times. If your time is better than an existing best time, you will be able to register your initials. All records will be saved to game memory.

Courses with differences in altitude will affect your machine's speed. These differences do not count towards your final maximum speed.

WHAT IS A GHOST?

After finishing a course, if you re-race the same course, a ghost will appear.

The Ghost is a translucent machine which mimics your previous performance. Drive with the Ghost and try to improve your time. Up to three Ghost machines can appear in the same race. If you change courses, the ghosts will disappear.

- If the course is not finished, or if it takes more than three minutes to finish a course, the ghost will not appear.
- You can update the ghost data even if three ghosts appear in the same course.

SAVING GHOST

Ghost data will be deleted if you turn the power off and do not save. To save ghost data, select GHOST SAVE. While up to three ghosts can appear at the same time, you can only save one to memory.

When a ghost is saved, the course and time will appear. To overwrite saved data, select GHOST SAVE. When it asks you if you want to replace the current data, select YES and press the A Button.

- When there are two or more ghosts on one course, the fastest ghost will be the new ghost.
- Be careful when saving over old ghosts. You don't want to accidentally delete a favorite!

RECORD SCREEN/ERASING TIME ATTACK DATA

Select RECORDS in Time Attack to view time records for each course. Here, you can erase course or ghost data (to erase ALL saved data, go to OPTIONS).

*Press LEFT and RIGHT on the Control Stick to view records for other courses.

A course with saved ghost data will show this mark.

Engine settings will appear too.

Press the A Button to bring up the menu. To erase time data for a course, select CLEAR RECORD. Select GHOST CLEAR to erase ghost data for that course. Confirm selections by pressing the A Button.

DEATH RACE

In Death Race, your goal is to take out 29 machines before they take you out! Run 'em off the road; make 'em crash; do whatever it takes to win!

- There is only one course and no difficulty level.
- Best times will be saved to memory.
- There is no limit to the number of laps, and Boost can be used right away.

Remaining Number of Rival Machines

When the number of remaining machines is zero, the game is over.

BEST TIME

You'll get a star for each machine you actually destroyed. You won't get a star if a rival machine crashes into another.

Tips For a Good Record

★ Attack when the rival machines are crowded. You can destroy several machines at once this way.

★ Machines with higher speeds can damage others easier.

★ It's more advantageous to drive a heavier, tougher machine.

★ Make sure to check your rear view often!

VS BATTLE

In VS Battle, two to four players can play simultaneously — just make sure you have enough controllers. Course and machine selection are entered like other modes.

OPTION SETTINGS

Before starting a VS battle, make sure to set your options. Go to OPTIONS and change the desired settings with the Control Stick.

VS Computer (2P, 3P)

Select WITH and four machines will race in all multi-player modes (machines not used by players will be operated by the computer).

VS Slot

Select WITH and if you retire, you'll play a slot game that could provide an interesting surprise or two (more info on p. 20).

VS Handicap

Adjust the handicap of other players to make the race more exciting (more info on p. 20)!

Sound Mode

Select either STEREO or MONAURAL sound modes.

All Data Clear

Erase all saved data.

Exit

Return to the Select Mode screen.

THE VS BATTLE SCREEN

Player rank will appear in the lower left corner of each player's screen. In a three- or four-player game, press the ◀ Button to switch between lap display and course radar.

2P VS

3P VS

4P VS

RANK

Like GP Race, this is a three-lap race. If two or more players retire, the player who retired first will have the lower rank.

POINTS

When the race is completed, points will be given according to rank. Point distribution differs depending on the number of machines in the race.

	2 machines	3 machines	4 machines
1st place	5 points	5 points	5 points
2nd place	0 points	3 points	3 points
3rd place		0 points	1 points
4th place			0 points

VS RESULTS
1st Player 1 5 pts. +0
2nd Player 2 3 pts. +0
3rd Player 3 1 pts. +0
4th Player 4 0 pts. +0
TOTAL RANK
NUMBER OF WINS
TOTAL POINTS

- If you select WITH for VS Computer (2P, 3P) in Options, the computer-controlled machine(s) will receive points.
- If you quit VS Mode and do not turn the Control Deck off, the total points will remain if you go back and play VS Mode.

SLOT GAME

Go to Options and select WITH for Vs. Slot. If you end up retiring before the other players, the slot machine will appear. Press the B Button to start the slots and the A Button to stop them. If you match three pictures, you can make another player's machine lose all or half of its energy (depending on which pictures you match).

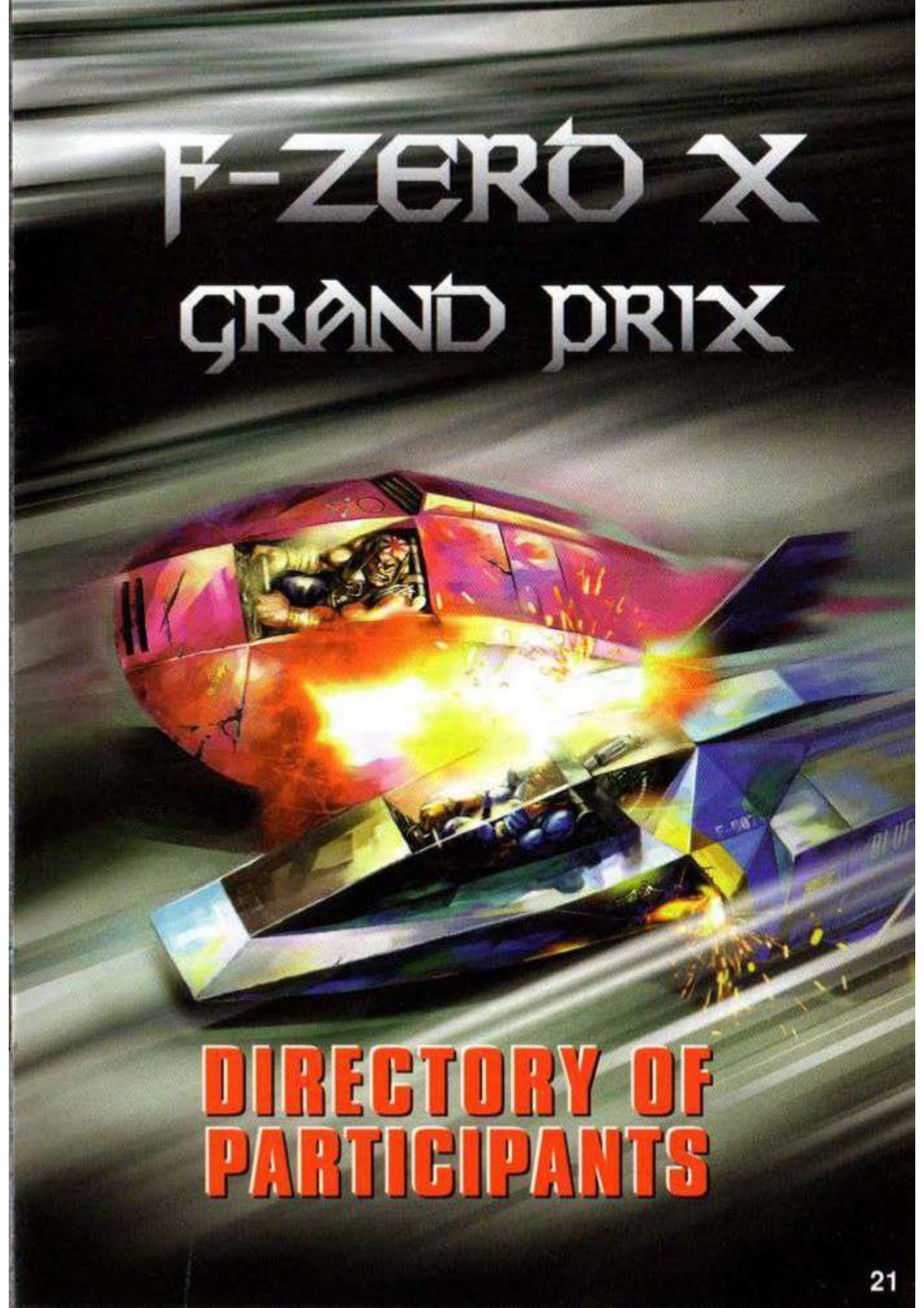
If three "X" marks appear, the leading machine will lose all its energy.

HANDICAP

Adjusting the HANDICAP option (on the Options screen) will give the slower machine an advantage.

+1	Boost power will not consume as much energy.
+2	Boost power will consume even less energy.

F-ZERO X GRAND PRIX



DIRECTORY OF PARTICIPANTS

THE PILOTS & MACHINES

CAPTAIN FALCON

AGE: 36

He's a well known bounty hunter as well as a great F-Zero pilot. Many mysteries surround Capt. Falcon—the only thing we know is that he's from Port Town.

BLUE FALCON

Machine weight: 1260 kg
Machine number: 7

BODY	BOOST	GRIP
B	C	B

Dr. STEWART

AGE: 41

He's been living in the fast lane as a doctor. Dr. Stewart became interested in the F-Zero X GP after the death of his father. The Golden Fox belonged to his father.

GOLDEN FOX

Machine weight: 1420 kg
Machine number: 3

BODY	BOOST	GRIP
D	A	D

PICO

AGE: 123 (or so he says)

Pico used to work for a special unit of the Poripoto army. He's aggressive, but calm. Rumor has it that he is also an infamous hit man.

WILD GOOSE

Machine weight: 1620 kg
Machine number: 6

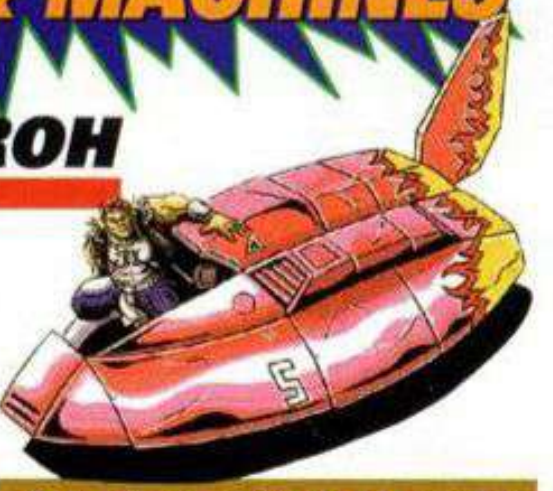
BODY	BOOST	GRIP
B	B	C

THE PILOTS & MACHINES

SAMURAI GOROH

AGE: 44

He's one of the best bounty hunters around and the leader of a group of space thieves. Goroh's reason for joining F-Zero is because of his hatred for Capt. Falcon, his rival.



FIRE STINGRAY

Machine weight: 1960 kg
Machine number: 5

BODY	BOOST	GRIP
A	D	B

JODY SUMMER

AGE: 24

Jody is one of the top rookie pilots in the circuit. While Jody doesn't have much experience, many see her as a dark horse.

WHITE CAT

Machine weight: 1150 kg
Machine number: 2

BODY	BOOST	GRIP
C	C	A

MIGHTY GAZELLE

AGE: 36

Three years ago, he was injured in a freak racing accident and miraculously survived. Due to the damage his body sustained, he became a cyborg. Others have tried to stop him from competing, but he is determined to win.

RED GAZELLE

Machine weight: 1330 kg,
Machine number: 1

BODY	BOOST	GRIP
E	A	C

THE PILOTS & MACHINES

BABA

AGE: 18

This young rookie has incredible intuition and is very flexible. After enduring a great deal of training, Baba will make his racing debut this season.

IRON TIGER

Machine weight: 1780 kg
Machine number: 4

BODY	BOOST	GRIP
B	D	A

OCTOMAN

AGE: Unknown

He represents the planet Takora, an enemy of the Milky Way Federation. Takorans are intent on showing their advanced intelligence to the universe.

DEEP CLAW

Machine weight: 990 kg
Machine number: 8

BODY	BOOST	GRIP
B	B	C

Dr. CLASH

AGE: 54

A former F-Zero engineer, it has been Dr. Clash's dream to become a pilot. He is participating in the race with a machine he designed and built himself.

CRAZY BEAR

Machine weight: 2220 kg
Machine number: 29

BODY	BOOST	GRIP
A	B	E

THE PILOTS & MACHINES

Mr. EAD

AGE: Unknown

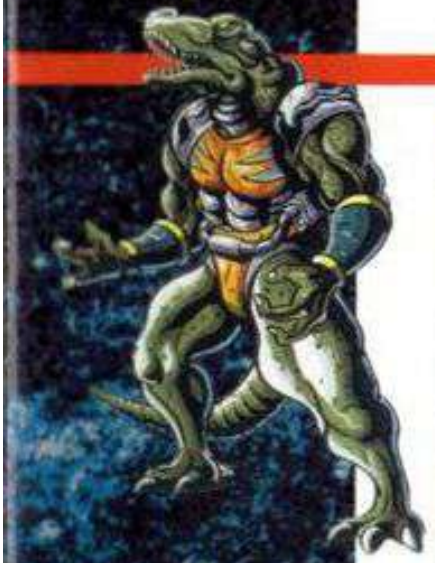
This cyborg was developed by the mysterious development group EAD. His purpose for racing is to test his IQ and debug his man-made programming.

GREAT STAR

Machine weight: 1870 kg
Machine number: 9

BODY	BOOST	GRIP
E	A	D

BIO REX



AGE: 8

This dinosaur is a product of bio-technology. Through this technology, his brain has become very similar to a human's. If he wins the Grand Prix, he will prove that he's superior to humans.

BIG FANG

Machine weight: 1520 kg
Machine number: 15

BODY	BOOST	GRIP
B	D	A

BILLY

AGE: 6

Billy is the first monkey to participate in F-Zero. He's out to prove that monkeys are the superior species.

MAD WOLF

Machine weight: 1490 kg
Machine number: 11

BODY	BOOST	GRIP
B	B	C

THE PILOTS & MACHINES

SILVER NEELSEN

AGE: 97

Neelsen has participated in more Grand Prix races than anyone, but has yet to win. His age has drawn criticism. Because he is resentful of the newer machines, the other racers are avoiding him.

NIGHT THUNDER

Machine weight: 1530 kg
Machine number: 23

BODY	BOOST	GRIP
B	A	E

GOMAR & SHIOH

AGE: Unknown

These Furikake people always act as one person. They are a very strange race. While the rules don't allow pilots to use machines for two riders, they were approved by the committee. Their machine is the lightest in the circuit.

TWIN NORITTA

Machine weight: 780 kg
Machine number: 22

BODY	BOOST	GRIP
E	A	C

JOHN TANAKA

AGE: 30

Tanaka, an engineer, and member of the Milky Way Federation, is supposed to be assisting Jody Summer. His concern for his colleague compelled him to join the Grand Prix. He seems to be more interested in protecting Jody Summer than winning the Grand Prix.

WONDER WASP

Machine weight: 900 kg
Machine number: 26

BODY	BOOST	GRIP
D	A	D

THE PILOTS & MACHINES

Mrs. ARROW

AGE: 26

Mrs. Arrow races with her husband Super Arrow. She's a good wife and team member. Actually, her racing experience makes her a better pilot than her husband.

QUEEN METEOR

Machine weight: 1140 kg
Machine number: 21

BODY	BOOST	GRIP
E	B	B

BLOOD FALCON

AGE: 36

Created by Black Shadow, Blood Falcon is an exact duplicate of Captain Falcon. Well, almost. Blood Falcon is evil—very evil.

BLOOD HAWK

Machine weight: 1170 kg
Machine number: 25

BODY	BOOST	GRIP
B	A	E

JACK LEVIN

AGE: 18

Jack's a favorite of the female fans. Any merchandise with his face on it sells out immediately. While most people talk about his good looks and popularity, not too many people mention his racing skill.

ASTRO ROBIN

Machine weight: 1050 kg
Machine number: 14

BODY	BOOST	GRIP
B	D	A

THE PILOTS & MACHINES

JAMES McCLOUD

AGE: 31

James McCloud is a hired ranger, and the leader of Galaxy Dog. He remodeled his space fighter into an F-Zero machine. McCloud is in this Grand Prix for one reason—money.

LITTLE WYVERN

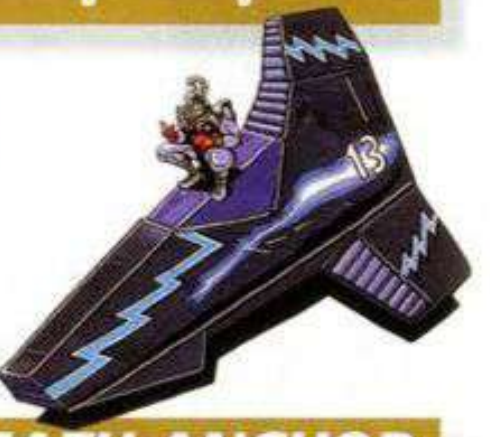
Machine weight: 1390 kg
Machine number: 10

BODY	BOOST	GRIP
E	B	B

ZODA

AGE: Unknown

Zoda is the incarnation of evil and intent on conquering Earth. Why he's racing in the Grand Prix is still a mystery. His past disputes against the Arrows and Captain Falcon are well known.



DEATH ANCHOR

Machine weight: 1620 kg
Machine number: 13

BODY	BOOST	GRIP
E	A	C

MICHAEL CHAIN

AGE: 38

He's the leader of the Bloody Chain gang. Michael participates in the Grand Prix to show off his driving skills to members of his gang. Since he rarely wins, members are slowly leaving the gang.

WILD BOAR

Machine weight: 2110 kg
Machine number: 24

BODY	BOOST	GRIP
A	C	C

THE PILOTS & MACHINES

SUPER ARROW

AGE: 34

Super Arrow's job is to protect the Earth. When Super Arrow discovered that Zoda, his sworn enemy, had entered the Grand Prix, he entered as well.

KING METEOR

Machine weight: 860 kg
Machine number: 20

BODY	BOOST	GRIP
E	B	B

KATE ALEN

AGE: 29

This popular singer and dancer has decided to try her hand at racing. She will debut this season.

SUPER PIRANHA

Machine weight: 1010 kg
Machine number: 12

BODY	BOOST	GRIP
B	C	D

ROGER BUSTER

AGE: 40

Roger, a transportation guru, was supposed to transport a machine to an unknown participant. His partner persuaded him to abandon that idea and race for himself.

MIGHTY HURRICANE

Machine weight: 1780 kg
Machine number: 28

BODY	BOOST	GRIP
E	B	B

THE PILOTS & MACHINES

LEON

AGE: 15

Compared to humans, Leon is not very bright. He makes up for it with his sharp reflexes and cornering ability.

SPACE ANGLER

Machine weight: 910 kg
Machine number: 19

BODY	BOOST	GRIP
C	C	A

DRAQ

AGE: 136

Draq works with Roger Buster, and is a big fan of F-ZERO. Driving in the Grand Prix has been his life-long dream.

MIGHTY TYPHOON

Machine weight: 950 kg
Machine number: 27

BODY	BOOST	GRIP
C	A	D

BEASTMAN

AGE: 29

When just a child, Beastman was nearly eaten by a giant alligator. Ever since then, he's been a slayer of beasts. Now he hopes to advertise his services in the Grand Prix.

HYPER SPEEDER

Machine weight: 1460 kg
Machine number: 18

BODY	BOOST	GRIP
C	C	A

THE PILOTS & MACHINES

ANTONIO GUSTER

AGE: 35

Antonio was once Goroh's right-hand man, but Goroh betrayed him. Now Antonio has joined the Grand Prix in hopes of exacting revenge on his former mentor.

GREEN PANTHER

Machine weight: 2060 kg
Machine number: 17

BODY	BOOST	GRIP
A	B	B

BLACK SHADOW

AGE: Unknown

The King of Evil. Black Shadow strikes fear in the hearts of everyone. His goal is to destroy Captain Falcon in front of millions of viewers.

BLACK BULL

Machine weight: 2340 kg
Machine number: 30

BODY	BOOST	GRIP
A	E	A

THE SKULL

AGE: 240

Skull was once a great legend among drivers. Using science and black magic, Skull returned from the grave to compete one more time.

SONIC PHANTOM

Machine weight: 1010 kg
Machine number: 16

BODY	BOOST	GRIP
C	A	D

IMPORTANT:

REV-B

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:
Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

F-ZERO X

WARRANTY AND SERVICE INFORMATION: REV-J

You may need only simple instructions to correct a problem with our product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (time subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER℠. Please do not send any products to Nintendo without calling us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for trouble shooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling
us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?

Nintendo®

AUTHORIZED REPAIR CENTERS™
1-800-255-3700

www.nintendo.com

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN